

Steve Hutchison

GRAPHIC DESIGN - MULTIMEDIA - VIDEO GAMES – FILM - WEB – PRINT

Ottawa – Gatineau – Outaouais
819-968-7785

Fluent in English and French

steve@shade.ca

<http://steve.shade.ca>

<http://imdb.com/name/nm4006881>

***Expert **Advanced *Intermediate

Software

Adobe Photoshop	***	Microsoft Word	***	Adobe Audition	**
Adobe Illustrator	***	Microsoft Excel	***	Tortoise SVN / Carbonite	**
Adobe Flash/Animate	***	Twitter/Facebook/Pinterest/IG	***	Konica Minolta Fiery	**
Adobe ActionScript 1&2	***	CeltX	***	QuarkXPress	**
Adobe Premiere / Encoder	***	CodeAndWebTexturePacker	***	HTML/CSS	**
Adobe Dreamweaver	***	Unity/Unity3D	**	Apophysis	**
Adobe InDesign	***	Joomla	**	Autodesk Maya	*
Sony Soundforge	***	Drupal	**	Autodesk Scaleform	*
EyeOn Fusion	***	Wordpress	**	Samsung MagicInfo	*
Adobe Director	***	Ableton Live	**	JavaScript/PHP	*

Skills

Arts:

Sketching & illustration	***	Video compositing	***	Storyboard	**
Coloring & painting	***	Multimedia	***	Pixel art	**
Matte painting	***	Video game art& animation	***	Fractal art	**
Vector art	***	Video game art integration	***	3D art	**
2D animation	***	Gamification	***	Audio/music mix	**
Video editing	***	Publishing/Self-publishing	***	Photography	**

Brand:

Print design	***	Typography	***	Page layout	***
Web design	***	Interface/usability (UX/UI)	***	Plate and laser printing	**
Logo design	***	Branding	***	Networked digital signage	**

Development:

Flash game development	***	Web development	**	Console game development	*
Automation tool creation	***	Artificial intelligence	**	Software development	*

Communications:

Creative & technical writing	***	Social media	***	Teaching	**
Translation& localization	***	Team management	**	Public relations	**
Film criticism	***	Crisis management	**	Web content creation	**
Art direction	***	Project management	**	Screenwriting	*

Hardware

Windows	***	Mac OS	**	Mobile	**
Printers/scanners	***	Digital cameras	**	Kimosetter printers	**
Wacom graphic tablets	***	Sony HVR Camcorder	**	Konica Minolta printers	**
Backup structures	**	Printing paper types	**		

Studies

- 2005–2007 DEC, 3D animation, La Cité collégiale, Ottawa, ON
- 1997–1999 DEP, graphic design, Compétences Outaouais, Gatineau, QC
- 1999 Certificate in multimedia (90h), Compétences Outaouais, Gatineau, QC

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Since October 2016

DC Canada Education Publishing <http://www.dc-canada.ca>

Graphic designer, web designer, book layout artist, webmaster, illustrator, social media specialist, video editor

Page layout and illustration of several books and board games for children in InDesign, Photoshop, and Illustrator

Conversion of over 30 books for Amazon KDP self-publishing, in print and reflowable ePub/Kindle format

Social media marketing on Facebook, Twitter, and Instagram

Creation and management of several ads on Amazon Advertising and Facebook

Creation and editing of promotional videos

Creation of several brochures, boxes for books and board games, and various printed documents

Webmastering of dc-canada.ca, a WordPress e-commerce website

Since October 2012 (version 1 released in 2000)

Tales of Terror <http://www.terror.ca>

Owner, founder, web designer, webmaster, web developer, administrator, author, interviewer, film critic

Solo Drupal 7 developer, designer of a complex engine, **TALES OF TERROR**, that compares movies against each other based on critic reviews and ratings; creating top lists, best to worst lists, with advanced filtering and sorting methods

Author and layout artist of more than 280 books/eBooks with InDesign/Photoshop through Amazon KDP self-publishing, including **The Horror Movie Bible**, a best-seller in four countries

Solo developer and designer on the advanced pre-production beta test version on Joomla 2.5 and 3

Collaboration with distributors, promoters, producers, actors, directors, and screenwriters

Review, classification, and rating of over 2700 horror movies from over 400 franchises

Webmaster and social media content specialist (Facebook, Twitter, Pinterest, Instagram, LinkedIn)

Wrote an exclusive article (<http://terror.ca/news/faceoff> , 25000 readers) on shocking documentary **FRANKENFAKE** by **SYFY/SPACE CHANNEL**'s reality show **FACE OFF** contestant, filmmaker, make-up artist, and creature designer **JOE CASTRO** and his business partner **STEVEN J. ESCOBAR** (editor on **BIG BROTHER**, **THE AMAZING RACE**). Contributed to crisis management as an advisor, communications specialist, S.E.O., social media coach, and viral promoter.

August 2013 to April 2015

Mattel, Sylien Games, Magmic Games & Twist Media

Outsourcing video game 2D artist and integrator

Interface design, user experience, HUD alterations and art integration of **MATTEL**'s **SKIPBO** and **MATTEL**'s **PHASE10** for **MAGMIC**, Sylien, and Stratdgi Games; conversion from Facebook apps to Windows 8 compatible ones (fluid layouts)

Project manager, video game art integration manager, 2D artist, compositor, rigger, technical artist, 2D & 3D animator of 3 slot machine themes (**MAGMIC**'s **CASINO KING**) from Flash & Photoshop restored assets to Unity3D (v.4.3/4.6); animated over 30 characters, objects or landscapes in Unity3D and coordinated 2 artists, 2 developers, and 1 manager.

Solo illustration, graphic design, interface, character design and 2D object/character animation for EasyHome's Slapshot Goalie, Drive for Life's Soapbox Sprint, and Chaotic Streets; for web and Facebook.

Solo vector visual revamp and art integration of **MAGMIC**'s **SPADES KING** (poker) for iPhone 5, iPhone 4, iPhone 4S, iPad & iPod Touch, iPad Retina & iPad Mini, in 4 resolutions/dimensions

Art integration lead, UX & UI on **MAGMIC**'s **SLOTS KING** (slot machines) for Z10 and Q10 (Blackberry)

Background art by vector drawing & tracing, matte painting and speed texturing of 42 illustrations (1.5h per image) for Twist Media in the context of an educational program documenting Canadian provinces and landmarks (gamification)

Since March 1999

Shade.ca Art & Code, Gatineau <http://corp.shade.ca>

Co-owner, art director, graphic designer, video games/multimedia/web developer, and artist

Art and code for franchisors in the child-related industry (**THE BEAR MILL**, **TEDDY MOUNTAIN**, **TEDDY ZOO**, **MONKEY DOOZ**, **TEDDY VILLE** and **PICKLE BOB**'s) and clients such as artists, film distributors, celebrities, and local businesses

Flash games, web sites, promotional material, print design, illustration, 2D animation, 3D animation

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January 2009 to June 2010

DTI Software, video game art department, Montreal

2D artist, lead integrator, multimedia artist/developer, video editor, 3D assistant artist

Lead, solo or main visual artist of seven 2D console games: Archos, IFE and IPE (The Hanged Man, The Fortune Trivia, The Magus' Grid, The Tricky Scramble, Caveman Chase, In-flight **KAKURO**, **TANGRAM** Dynasty), assistant on 3D games (In-flight Golf 3D, Caveman: Age of Fire, Caveman iPhone). Usability / localization / porting / standardizing / visual integration on **STREET FIGHTER 2: HYPERFIGHTING (CAPCOM)**, **BEJEWELED**, **BEJEWELED 2**, **LUXOR**, **ZUMA**, **PEGGLE&BOOKWORM (POPCAP/MUMBO JUMBO/ELECTRONIC ARTS)**, **TETRIS (THE TETRIS COMPANY)**, **PACMAN (BANDAI/NAMCO)**, **DISNEY'S CLASSICS (DISNEY)**, on some in-house games (Caveman, Niflheim, Al's Casino, **SUDOKU**, G-Raid) and on games for **VIRGIN GALACTIC** sub-orbital flights

Management of the video game graphic integration for 8 months, creation of marketing, Flash, multimedia, video and/or compositing material for internal projects, automation tool development allowing game integration/localization processes to be sped up by 1200% for frequent operations

April 2011 to May 2013

Cégep de l'Outaouais, Gatineau

Member of the communications unit of the emergency committee, information technician, head designer

Member of the crisis cell's communications unit in the murder of **VALÉRIE LEBLANC** (collaboration with Gatineau police)

Member of the crisis cell's communications unit in the student strike crisis (syndicate-initiated boycotts and riots against education tuition raise in Québec / "The **RED SQUARES**" Quebec movement / CSN)

Logo, branding, and uniform designer for the 2011 image of the Griffons, the college's sports teams

Graphic designer, artist, developer, filmmaker, photographer, webmaster, cameraman, and social media specialist

Web developer, administrator (CMS management), anti-hacking solutions, code (PHP, AS2, JavaScript, Joomla, Drupal)

December 2015 to September 2016

Outaouais Tourism

Webmaster and graphic designer

Alteration, cropping, and upload of over 500 member pictures using Photoshop, Wordpress, and Cloudinary

Design of over 15 static PHP/HTML pages

Management, design, and launch of Outaouais Tourism's revamped website in collaboration with two agencies.

March 2013 to September 2013

Barbuzz and Bonzai Communication

Graphic designer, consultant, marketing

Visual revamp of a local entertainment website, web site design, illustration, print design, and animation

October 2013/2014

Barbuzz and Bonzai Communication

Film critic, artistic consultant

Horror, science-fiction, thriller, and documentary film reviews published on Barbuzz.net, web design, logo design

Recommendation documents for social media, S.E.O., and custom marketing/branding best practices

Since January 2008

LavaBlast Software, Gatineau <http://www.lavablast.com>

Art director

Supervision of interface usability and aesthetic, of franchise branding conformity, multimedia, illustration, animation, code (AS2), application skinning, Flash games (children's games, advergaming)

January 2003 to July 2004

University of Ottawa, Faculty of Medicine, MedTech, Ottawa

Flash, web and print designer

Solo revamp of the faculty's website, logos, print, Flash, interface usability, frequent collaboration with software engineers in building software, web tools, and web sites

December 2007 to April 2008

La Cité collégiale, 3D Animation, Ottawa

Teacher in image processing, texturing, and matte painting

Taught Photoshop, Maya, texture, matte painting, and initiated to graphic design techniques for a semester (45h)

Freelance & Consulting

December 2010 to February 2011

Playbrains, bitHeads, and HeadGames, Ottawa

Developer for PLAYSTATION 3, XBOX 360 and XBOX LIVE video games in Scaleform and ActionScript

Hud and interface development and design on platform games **SIDEWAY** and **CADBURY's WORLD GONE SOUR**

February 2001 to July 2003

K6 Media, Ottawa

Artist, developer, graphic designer

Web, Flash, branding, vinyl printing, print design, logos, illustration, animation

Since May 1999

Freelancer

Illustration, video games, multimedia, logos, web sites, printed documents, social media skins, S.E.O.

Contracts, namely for Statistics Canada, the National Research Council Canada, Canada Post, celebrities, politicians, scientists, franchisors, agencies, schools, and real estate agents

Projects

- Since 2012 Reviewed over 2700 movies in English.
- Since 2012 Wrote, illustrated, and self-published over 280 books/eBooks.
- Since 1999 Worked on 13 video games (dev, visuals, sound, concept, interface), some played over 4M times.
 - 2006 Hosted workshops and taught the basics of Illustrator and web design at la Cité collégiale (4h).
 - 2001 Designed the web trailer and website for **LIONS GATE's CUBE 2: HYPERCUBE**.
- 1999 to 2001 Designed 2 viral games for comedian **TOM GREEN's** website (The Tom Green Show, MTV).
 - 2000 Designed a Flash game for a radio host & actor **ANDRAS JONES** (A Nightmare on Elm Street 4).
 - 2002 Designed logo, CD, wrapping, Flash, and website for pop singers **BELLY** and **MASSARI**.
 - 2009 Illustrated storyboard and production design on horror short **DEATH RALLY, FANTASIA FESTIVAL 2010**.
- 2001 to 2004 Reviewed over 400 movies in French and English, with more than 4M readers.

Other Experience (consultant/temp/intern)

October 2014	Escobar Indie Pictures, LA	Viral web content, marketing, journalism, criticism & recommendations
June 2013 to July 2013	Crowdsourcing, worldwide	More than 50 logos designed, social media themes & skins, print design
May 2013 to June 2013	Barbuzz, Gatineau	Branding, graphic design, marketing, journalism, recommendation
November 2009 to December 2009	Distantia, Gatineau	Flash art/code, web design for local businesses
May 2009 to July 2009	Ola Interactive, Ottawa	Flash art/code, web design, and advergames
April 1999 to January 2000	VisitNet, Hull	Intern then hired as web and print designer, QTVR

Licenses & Certifications

October 2019	Ethical Social Media	Explores online identity, social media communities, and their users.
September 2019	English for Journalism	Increases the ability to read, research, and develop local and global news stories.
September 2019	Welcome to Game Theory	Explains concepts in game theory, such as equilibrium, rationality, and cooperation.

Time capsules: uOttawa, Roger-Guindon, [OCT 21, 2004 –2054] Cégep de l'Outaouais, archives, [APR 21, 2012 – 2047+]